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(54) **GAME SYSTEM WITH ENHANCED LOW
POWER MODE-RELATED PROCESSING**

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(52) **U.S. Cl.**
USPC **463/43**

(58) **Field of Classification Search**
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See application file for complete search history.

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(57) **ABSTRACT**

A TV game machine is connected to a portable game machine being used as a controller. If no operations have been carried out by a user to the portable game machine, the portable game machine sends a sleep request to the TV game machine, and then enters sleep mode. On receiving the sleep request, the TV game machine causes a message to be displayed on a display, and notifies a user that the portable game machine is being operated in sleep mode. This screen display continues until the portable game machine returns from the sleep mode. Thus, it is possible to prevent the user who sees the portable game machine in sleep mode from erroneously believing that the portable game machine is turned off and then operating a power button to turn it on.

18 Claims, 9 Drawing Sheets

